

A Logic Based Benders' Approach to the Concrete Delivery Problem

Joris Kinable^{1,2,3} and Michael Trick¹

¹ Tepper School of Business, Carnegie Mellon University,
5000 Forbes Ave Pittsburgh, PA 15213, USA
jkinable@andrew.cmu.edu, trick@cmu.edu

² ORSTAT - KU Leuven, Naamsestraat 69, 3000 Leuven, Belgium

³ KU Leuven, Department of Computer Science, CODES & iMinds-ITEC,
Gebr. De Smetstraat 1, 9000 Gent, Belgium

Abstract. This work presents an exact Logic Based Benders' decomposition for the Concrete Delivery Problem (CDP). The CDP is a complex, real world optimization problem involving the allocation and distribution of concrete to construction sites. The key scheduling issue for the CDP is the need for successive deliveries to a site to be sufficiently close in time. We decompose the CDP into a master problem and a subproblem. Based on a number of problem characteristics such as the availability of vehicles, geographical orientation of the customers and production centers, as well as the customers' demand for concrete, the master problem allocates concrete to customers. Next, the subproblem attempts to construct a feasible schedule, meeting all the routing and scheduling constraints. Infeasibilities in the schedule are communicated back to the master problem via a number of combinatorial inequalities (Benders' cuts). The master problem is solved through a Mixed Integer Programming approach, whereas the subproblem is solved via a Constraint Programming model and a dedicated scheduling heuristic. Experiments are conducted on a large number of problem instances, and compared against other exact methods presented in related literature. This algorithm is capable of solving a number of previously unsolved benchmark instances to optimality and can improve the bounds for many other instances.

Keywords: Vehicle Routing, Scheduling, Logic Based Benders' Decomposition, Integer and Constraint Programming.

1 Introduction

Many of today's real world optimization challenges do not involve just a single problem, but often comprise a multitude of interconnected problems. Although many of these optimization problems can be formulated in a single Mixed Integer (MIP) or Constraint Programming (CP) model, solving them to optimality is only possible for moderately small problem instances. The dependencies between the subproblems produce an excessive number of conditional constraints (big-M constraints), which have a significant impact on the quality of the model.

Furthermore, MIP and CP solvers often make poor branching decisions, simply because the solvers are unaware of the underlying problem structure. Therefore, a major challenge lies in the design of efficient decomposition procedures for these problems.

In this work, a logic based Benders' decomposition for the Concrete Delivery Problem (CDP) is presented. The CDP, recently presented by Kinable et al. (2013), comprises the allocation and distribution of concrete to customers, under a number of routing and scheduling constraints, while maximizing the amount of concrete delivered. Concrete is transported from production centers to the customer's construction sites by a set of heterogeneous vehicles. Often, multiple deliveries for the same customer are required as the customer's demand exceeds the capacity of a single truck. Consequently, delivery schedules for different trucks need to be synchronized as deliveries for the same customer may not overlap in time. Furthermore, successive deliveries must not differ in time too much since the concrete from an early delivery must still be liquid when a second arrives.

The logic based Benders' procedure presented in this paper decomposes the CDP into a master problem and a subproblem. The master problem (MP) allocates concrete to customers, while taking a number of resource restrictions into consideration. The subproblem (SP) attempts to find a feasible delivery schedule for the concrete trucks. Whenever such a schedule does not exist, a feasibility cut is generated and added to the master problem. The master problem and subproblem are solved iteratively, until a provable optimal (and feasible) schedule is obtained.

In Kinable et al. (2013) several solution approaches for the CDP were investigated, including two exact approaches based on Mixed Integer and Constraint Programming, as well as a number of heuristic approaches. The best performance was obtained with a hybrid approach, using a dedicated scheduling heuristic, and a CP model to improve the heuristic solutions. Although good results were reported, the approach provided little insight as to the quality of the solutions. Moreover, alternative approaches to compute bounds on the optimal solution, including a Linear Programming approach could not close the optimality gap for most instances. The approach presented in this paper addresses these issues, as bounds on the optimal solution are available through the master problem.

The CDP bears strong resemblance to a number of routing and scheduling problems, including the Pickup-and-Delivery problem with Time-Windows and Split Deliveries and the Parallel Machine Scheduling Problem with Time Lags. Although the Benders' decomposition in this work is discussed in the context of CDP, we must note that the techniques presented are not uniquely confined to this application.

The remainder of this paper is structured as follows. First in Section 2, the CDP is defined in detail. Section 3 provides a literature review. Next, Section 4 presents the Benders' decomposition, defining the master and subproblem in more detail, as well as their interaction. Experiments are conducted in Section 5, thereby comparing the Benders' decomposition against other exact methods previously appeared in literature. Finally, Section 6 offers the conclusions.

Table 1. Parameters defining the CDP

Parameter	Description
P	Set of concrete production sites
C	Set of construction sites, also denoted as customers. $ C = n$
V	$V = C \cup \{0\} \cup \{n+1\}$
$0, n+1$	resp. the start and end depots of the trucks.
K	Set of trucks
q_i	Requested amount of concrete by customer $i \in C$
l_k	Capacity of truck $k \in K$
p_k	Time required to empty truck $k \in K$
a_i, b_i	Time window during which the concrete for customer i may be delivered.
t_{ij}	Time to travel from i to j , $i, j \in V \cup P$
γ	Maximum time lag between consecutive deliveries.

2 Problem Outline

In the CDP as defined by Kinable et al. (2013), concrete has to be transported from production sites P to a set of construction sites C . The transport is conducted by a fleet of vehicles K . Each vehicle $k \in K$ has a capacity l_k (measured in tons of concrete) and each customer $i \in C$ has a demand q_i which usually exceeds the capacity of a single truck. Concrete for a given customer $i \in C$ may only be delivered within a time window $[a_i, b_i]$, and deliveries from multiple trucks to a customer may not overlap in time. To ensure proper bonding of the concrete, the time between two consecutive deliveries for the same customer may not exceed γ . The time p_k , $k \in K$, required to perform a single delivery is truck dependent. Deliveries may not be preempted and trucks are always filled to their maximum capacity. Furthermore, the payload of a single truck may not be shared amongst multiple customers; whenever the capacity of a truck exceeds the customer's remaining demand, the excess amount is considered waste. A customer $i \in C$ is satisfied if at least q_i tons of concrete have been delivered. The objective of the problem is to maximize the total demand of the satisfied customers.

The routing part of the CDP problem is similar to many other pickup and delivery problems. Initially, the trucks are all stationed at a starting depot. Trucks first have to drive from the starting depot to some production site to load concrete. After loading concrete, a truck travels from the production site to a customer to unload. Once the delivery is completed, the truck can either return to a production station to reload and service another customer, or the truck can return to the starting depot. Traveling between any location requires t_{ij} time, $i, j \in \{0\} \cup C \cup P \cup \{n+1\}$, where 0 is the starting depot, and $n+1$ is the ending depot (0 and $n+1$ can have the same physical location). Finally, note that a single truck may also perform multiple deliveries for the same customer.

The routing problem can be formalized on a directed, weighted graph. Let the sets P , C be defined as in Table 1. In addition, for each customer $i \in C$, an ordered set consisting of deliveries, $C^i = \{1, \dots, m(i), \dots, n(i)\}$, is defined,

where $m(i) = \lceil \frac{q_i}{\max_{k \in K} (l_k)} \rceil$ and $n(i) = \lceil \frac{q_i}{\min_{k \in K} (l_k)} \rceil$ are respectively lower and upper bounds on the number of deliveries required for customer i . As shorthand notation, c_j^i will be used to denote delivery j for customer i . A time window $[a_u, b_u]$ is associated with each delivery $u \in C^i$, $i \in C$, which is initialized to the time window of the corresponding customer $i \in C$, i.e. $[a_u, b_u] = [a_i, b_i]$ for all $i \in C, u \in C_i$. Finally, $D = \bigcup_{i \in C} C_i$ is the union of all deliveries.

Let $G(V, A)$ be the directed, weighted graph consisting of vertex set $V = \{0\} \cup D \cup \{n+1\}$. The arc set A is defined as follows:

- the source, sink depots have outgoing resp. incoming edges to/from all other vertices.
- a delivery node c_h^i has a directed edge to a delivery node c_j^i if $h < j$, $i \in C$, $h, j \in C_i$.
- There is a directed edge from c_u^i to c_v^j , $i \neq j$, except if c_v^j needs to be scheduled earlier than c_u^i .

The arc costs are as follows:

- $c_{0, c_j^i} = \min_{p \in P} t_{0,p} + t_{p,i}$ for all $c_j^i \in D$
- $c_{c_u^i, c_v^j} = \min_{p \in P} t_{i,p} + t_{p,j}$ for all $c_u^i, c_v^j \in D, c_u^i \neq c_v^j$
- $c_{c_j^i, n+1} = t_{i,n+1}$
- $c_{0, n+1} = 0$

A solution to CDP consists of a selection of $|K|$ $s - t$ paths, which collectively satisfy the routing and scheduling constraints as outlined above. A summary of the notation used throughout this paper is provided in Table 1.

3 Related Research

This Section provides a brief overview on related works in the area of concrete production and distribution. An extensive overview and classification of these works has recently been published in Kinable et al. (2013).

A generalization of the CDP problem discussed in this paper is treated in Asbach et al. (2009). Next to the constraints discussed in Section 2, Asbach et al. (2009) consider vehicle synchronization at the loading depots, vehicles with specialized equipment, and additional time lags between deliveries for a single customer. In addition, Asbach et al. (2009) add constraints ensuring that some customers only receive concrete from a subset of production stations, and constraints limiting the time that concrete may reside in the vehicle's drum. Here we do not explicitly consider these constraints, as they can simply be incorporated in our model by modifying the arcs or costs in the underlying routing graph (Section 2). Asbach et al. (2009) present a MIP model to their problem, but solving it through Branch-and-Bound turned out intractable; instead, a heuristic procedure is used. The aforementioned MIP model served as the basis for the MIP approach in Kinable et al. (2013).

Schmid et al. (2009) and Schmid et al. (2010) consider a concrete delivery problem with soft time windows. In contrast to our work, their objective is to satisfy all customers, while minimizing total tardiness. Similar to Asbach et al. (2009), Schmid et al. (2009) and Schmid et al. (2010) also consider orders requiring vehicles with special equipment to be present during the entire delivery process, e.g. a pump or conveyor. Both works employ hybridized solution approaches combining MIP models and Variable Neighborhood Search heuristics.

Naso et al. (2007) propose a heuristic solution to a problem which involves the assignment of orders to concrete production centers, and the distribution of the concrete produced. Contrary to this work, deliveries are performed by a fleet of homogeneous vehicles. Furthermore, customers require an uninterrupted flow of concrete, meaning that the next truck must be available as soon as the previous truck finishes unloading. All orders must be fulfilled; unfulfilled orders are covered by external companies at a hire cost.

While in this work we consider both the routing and scheduling aspects of the concrete production and distribution, Yan and Lai (2007), Silva et al. (2005) focus primarily on the scheduling problems at the concrete production sites. In Yan and Lai (2007), only a single production center is considered, and in Silva et al. (2005) a single delivery takes a fixed amount of time which does not depend on the vehicle's location. Moreover, both works consider a homogeneous fleet of vehicles, as opposed to a heterogeneous fleet. This simplifies their scheduling problem considerably because the exact number of deliveries required to meet the customer's demand is known beforehand. This is not the case in our problem.

Similarly to this work, Hertz et al. (2012) present a decomposition approach for a concrete delivery problem. Their approach first assigns deliveries to vehicles, and then solves an independent routing problem for each vehicle. The latter is possible because the aforementioned work does not consider synchronization of the deliveries at the construction sites. Furthermore, no time windows on the deliveries are imposed.

Finally, in Durbin and Hoffman (2008), a decision support system is presented which assists in the dispatching of trucks, creating delivery schedules, and determining whether new orders should be accepted. The system is designed in such a way that it can cope with uncertainty and changes in the schedule caused by order cancellations, equipment failures, traffic congestions. The scheduling and routing problems handled by the system are represented by time-space networks, and are solved through MIP.

The Logic Based Benders' decomposition framework utilized in this work has recently been applied in a number of related assignment, scheduling and routing problems. Applications include Round Robin Tournament Scheduling (Rasmussen and Trick, 2007), Tollbooth Allocation (Bai and Rubin, 2009), Parallel Machine Scheduling (Tran and Beck, 2012), Lock Scheduling (Verstichel et al., 2013) and Strip Packing (Côté et al., 2013).

4 A Logic-Based Benders' Decomposition

To solve the problem defined in the previous section, a logic-based Benders' decomposition is developed. The problem is decomposed in a master problem and a subproblem. The master problem, guided by the objective function, decides which customers are being serviced. To aid in this decision, a number of high-level problem characteristics are captured in the master problem, such as the availability of vehicles, their capacities, processing times and travel times between the customers and production centers. For a given subset of customers $\bar{C} \subseteq C$ selected by the master problem, the subproblem attempts to find a feasible delivery schedule in which the demand of all customers in \bar{C} is satisfied, and all scheduling and routing constraints are met. Whenever such a schedule does not exist, a *feasibility* cut is generated and added to the master problem, effectively forcing the master problem to change the set \bar{C} . When, on the other hand, a feasible solution to the subproblem exist, a provable optimal solution to the CDP problem is obtained. An overview of the solution procedure is presented in Algorithm 1.

When compared to the MIP or CP approaches presented in Kinable et al. (2013), this decomposition approach decouples the allocation of concrete to customers from the actual routing and scheduling problem. As a consequence, many of the conditional constraints (big-M constraints) can be omitted or strengthened.

Algorithm 1. Combinatorial Benders Decomposition of CDP

Output: An optimal Concrete Delivery Schedule

```

1 repeat  $\leftarrow$  true ;
2 while repeat do
3   Solve [MP];
4   get solution  $(\bar{y}_i), i \in C$ ;
5   repeat  $\leftarrow$  false ;
6   Solve [SP] for  $\bar{y}_i, i \in C$ ;
7   if [SP] is infeasible then
8     repeat  $\leftarrow$  true ;
9     add feasibility cut(s) to [MP] ;
10  else
11    get solution  $(\bar{y}, x, C)$ ;
12 return Optimal schedule  $(\bar{y}, x, C)$ 
```

4.1 Master Problem

The master problem is defined through the following MIP model.

$$MP : \max \sum_{i \in C} q_i y_i \quad (1)$$

$$\sum_{k \in K} l_k z_{ki} \geq q_i y_i \quad \forall i \in C \quad (2)$$

$$\sum_{i \in C} z_{ki} \leq \Delta_k \quad \forall k \in K \quad (3)$$

$$\sum_{i \in S} y_i \leq |S| - 1 \quad \forall S \in \mathbb{S}, S \subseteq C \quad (4)$$

$$y_i \in \{0, 1\} \quad \forall i \in C \quad (5)$$

$$0 \leq z_{ki} \leq \Delta_{ki} \quad \forall i \in C \quad (6)$$

Here, boolean variables y_i , $i \in C$, denote whether customer i is serviced and integer variables z_{ki} record the number of deliveries from vehicle $k \in K$ to customer $i \in C$. The auxiliary z_{ki} variables are used to produce stronger limits on the y_i variables; they are not used in the subproblem described in Section 4.2.

The first constraint, (2), links the variables y_i and z_{ki} , $i \in C, k \in K$: a customer is satisfied if sufficient concrete is delivered. Constraints (3), (6) restrict the number of deliveries made by a single vehicle through the bounds Δ_{ki} , Δ_k , for all $k \in K, i \in C$. Δ_{ki} , Δ_k , are resp. bounds on the maximum number of deliveries vehicle k can make for customer i , and bounds on the total number of deliveries a vehicle k can make. Finally, Constraints (4) are the feasibility cuts obtained through the subproblem, prohibiting certain combinations of customers.

Δ_{ki} is calculated via Algorithm 2, whereas Δ_k is calculated via the recursive Algorithm 3. The latter algorithm utilizes a sorted array of customers; a customer $i \in C$ precedes a customer $j \in C$ in the array if $b_i < b_j \vee (b_i = b_j \wedge a_i \leq a_j)$. Computing a bound on the maximum number of deliveries a vehicle can make, is achieved by calculating a route from the starting depot 0 to the ending depot $n + 1$ through a number of customers. At each customer, the vehicle makes as many deliveries as possible. The exact number of deliveries it can make for a given customer is limited by: (1) the demand of the customer, (2) the available time to make the deliveries. In turn, the available time to perform the deliveries is limited by the time window of the customer, the processing time of the vehicle, and the time required to reload the vehicle. Furthermore, whenever the vehicle completes its last delivery for a customer i at time t_{compl}^i , deliveries for the

Algorithm 2. Calculating an upper bound on the number of deliveries vehicle $k \in K$ can make for customer $i \in C$

Input: Vehicle $k \in K$, Customer $i \in C$

```

1 concreteDelivered  $\leftarrow$  0 ;
2 timeConsumed  $\leftarrow$  0 ;
3  $\Delta_{ki} \leftarrow$  0 ;
4 while  $a_i + \text{timeConsumed} + p_k \leq b_i \wedge \text{concreteDelivered} < q_i$  do
5    $\Delta_{ki} \leftarrow \Delta_{ki} + 1$  ;
6   concreteDelivered  $\leftarrow$  concreteDelivered +  $l_k$  ;
7   timeConsumed  $\leftarrow$  timeConsumed +  $p_k + c_{i,i}$  ;
8 return  $\Delta_{ki}$ 
```

Algorithm 3. Calculating an upper bound on the number of deliveries vehicle $k \in K$ can make

Input: Vehicle $k \in K$, Array of customers `sortedCustomers[]`, sorted.

Output: Δ_k

```

1 return maxDeliveries( $k$ , 0, 0, 0, 0) ;
2 Function int maxDeliveries( $k \in K$ ,  $\Delta_k$ , index,  $i \in V$ , complTime)
3   if index =  $|C|$  then
4     return  $\Delta_k$ ;
5    $j \leftarrow \text{sortedCustomers}[\text{index}]$  ;
6   /* Determine how many deliveries vehicle  $k$  can make for customer  $j$  */
7   concreteDelivered  $\leftarrow$  0 ;
8   startTime  $\leftarrow \max(a_j, \text{complTime} + c_{ij})$  ; /* Start time 1st delivery for  $j \in C$  */
9   timeConsumed  $\leftarrow$  0 ;
10  deliveries  $\leftarrow$  0 ;
11  while startTime + timeConsumed +  $p_k \leq b_j \wedge \text{concreteDelivered} < q_j$  do
12    deliveries  $\leftarrow$  deliveries + 1 ;
13    concreteDelivered  $\leftarrow$  concreteDelivered +  $l_k$  ;
14    timeConsumed  $\leftarrow$  timeConsumed +  $p_k + c_{jj}$  ;
15  complTimeNew  $\leftarrow$  startTime + timeConsumed -  $c_{jj}$ ;
16  if deliveries > 0 then
17    return max(maxDeliveries( $k$ ,  $\Delta_k + \text{deliveries}$ , index + 1,  $j$ , complTimeNew),
18              maxDeliveries( $k$ ,  $\Delta_k$ , index + 1,  $i$ , complTime));
19  else
20    return maxDeliveries( $k$ ,  $\Delta_k$ , index + 1,  $i$ , complTime);

```

next customer j cannot commence before $t_{compl}^i + c_{ij}$. The recursive algorithm outlined in procedure 3 iterates over all possible subsets of customers in an efficient manner. At each iteration, the algorithm tracks the total number of deliveries made, the last location $i \in V$ visited, an index to the customer it will visit next, and the time it departed from location $i \in V$.

4.2 Subproblem

Let $\overline{y}_i, i \in C$, be the optimal selection of customers obtained from problem MP , i.e. $\overline{C} = \{i \in C : \overline{y}_i = 1\}$. To assess the feasibility of this selection, a satisfiability subproblem (SP) is solved. Whenever no feasible solution to the subproblem exists, a cut is added to the Master problem:

$$\sum_{i \in \widehat{C}} y_i \leq |\widehat{C}| - 1$$

, where $\hat{C} \subseteq \overline{C}$. The weakest cuts are obtained for $\hat{C} = \overline{C}$. By reducing the size of \hat{C} , stronger cuts may be obtained. The strongest cuts are based on Minimum Infeasible Subsets. In this context, a MIS is a subset of customers that cannot be accommodated in the same schedule; removing any of these customers from the set would however result in a subset of compatible customers. Note however that calculating a complete set of MIS is a difficult problem on its own.

The next paragraph outlines an exact procedure to establish the feasibility of a set \overline{C} . As this procedure is computationally expensive, we first try to solve the subproblem through the SD-heuristic proposed in Kinable et al. (2013). Furthermore, instead of solving the subproblem for the entire set \overline{C} at once, we first solve the problem for a smaller set $\hat{C} \subset \overline{C}$. If this smaller subproblem turns out to be feasible, we repeatedly add customers from \overline{C} to \hat{C} and resolve the resulting subproblem.

A modified version of the CP model presented in Kinable et al. (2013) may be used to establish the feasibility of a set \overline{C} of customers:

Algorithm 4. CP subproblem

Variable definitions:

- 1 $s = \{0, 0, 0, oblig.\}$
- 2 $t = \{0, \infty, 0, oblig.\}$
- 3 $d_j^i = \{r_i, d_i, 0, oblig.\} \quad \forall i \in \overline{C}, j \in \{1, \dots, m(i)\}$
- 4 $d_j^i = \{r_i, d_i, 0, opt.\} \quad \forall i \in \overline{C}, j \in \{m(i) + 1, \dots, n(i)\}$
- 5 $d_{j,k}^i = \{r_i, d_i, p_k, opt.\} \quad \forall i \in \overline{C}, j \in \{1, \dots, n(i)\}, k \in K$

Constraints:

- 6 **forall** $i \in \overline{C}$
 - 7 **forall** $j \in \{1, \dots, n(i)\}$
 - 8 $\lfloor \text{alternative}(d_j^i, \bigcup_{k \in K} d_{j,k}^i) \rfloor$
 - 9 $\sum_{k \in K} \sum_{j \in \{1, \dots, n(i)\}} l_k \cdot \text{presenceOf}(d_{j,k}^i) \geq q_i$
 - 10 **forall** $j \in \{1, \dots, n(i) - 1\}$
 - 11 $\lfloor \text{endBeforeStart}(d_j^i, d_{j+1}^i) \rfloor$
 - 12 $\lfloor \text{startBeforeEnd}(d_{j+1}^i, d_j^i, -\gamma) \rfloor$
 - 13 **forall** $j \in \{m(i), \dots, n(i) - 1\}$
 - 14 $\lfloor (\sum_{l \in \{1..j\}, k \in K} l_k \cdot \text{presenceOf}(d_{l,k}^i) < q_i) \rightarrow \text{presenceOf}(d_{j+1,k}^i) \rfloor$
 - 15 $\lfloor \text{presenceOf}(d_{j+1}^i) \rightarrow \text{presenceOf}(d_j^i) \rfloor$
 - 16 **forall** $k \in K$
 - 17 $\lfloor \text{noOverlapSequence}(\bigcup_{i \in \overline{C}, j \in \{1, \dots, n(i)\}} d_{j,k}^i \cup s \cup t) \rfloor$
 - 18 $\lfloor \text{first}(s, \bigcup_{i \in \overline{C}, j \in \{1, \dots, n(i)\}} d_{j,k}^i \cup t) \rfloor$
 - 19 $\lfloor \text{last}(t, \bigcup_{i \in \overline{C}, j \in \{1, \dots, n(i)\}} d_{j,k}^i \cup s) \rfloor$
-

The CP model utilizes a number of interval variables. For each interval variable, four parameters $\{a, b, d, o\}$ are specified, where a, b indicate resp. the earliest start

time and latest completion time of the interval, and d is the minimum length of the interval. The last parameter o dictates whether an interval must (obligatory) or may (optional) be scheduled. The definitions of the constraints (Table 2) are taken from Kinable et al. (2013).

Variables d_j^i , $i \in \overline{C}$, $j \in \{1, \dots, n(i)\}$, represent deliveries made for customer i . A delivery j for customer i is made if the corresponding interval variable d_j^i is present; otherwise it is absent. Variables $d_{j,k}^i$, $i \in \overline{C}$, $j \in \{1, \dots, n(i)\}$, $k \in K$, link deliveries and the vehicles performing these deliveries. Clearly, each delivery $j \in \{1, \dots, n(i)\}$ for a customer $i \in \overline{C}$ can only be made by a single vehicle (Line (8)), and the amount of concrete delivered for a customer should cover its demand (Line (9)). Deliveries for the same customer may not overlap (Line (11)) and must respect a maximum time lag γ (Line (12)). Similarly, deliveries made by a single vehicle cannot overlap in time and must comply with travel times (Line (17)). Trucks must start their trip at the starting depot, represented by variable s , and must return to some ending depot identified by variable t after the deliveries are completed (Lines (18), (19)). Finally, Line (15) ensures that deliveries are made in order, and Line (14) tightens the link between the d_j^i and d_{jk}^i variables.

Table 2. Description of CP constraints

Constraint	Description
presenceOf (α)	States that interval α must be present.
alternative (α, B)	If interval α is present, then exactly one of the intervals in set B is present. The start and end of interval α coincides with the start and end of the selected interval from set B .
endBeforeStart (α, β)	$endOf(\alpha) \leq startOf(\beta)$. Automatically satisfied if either of the intervals is absent.
startBeforeEnd (α, β, z)	$startOf(\alpha) + z \leq endOf(\beta)$. Automatically satisfied if either of the intervals is absent.
noOverlapSequence ($B, dist$)	Sequences the intervals in set B . Ensures that the intervals in B do not overlap. Furthermore, the two-dimensional distance matrix $dist$ specifies a sequence dependent setup time for each pair of activities. Absent intervals are ignored.
first (α, B)	If interval α is present, it must be scheduled before any of the intervals in B .
last (α, B)	If interval α is present, it must be scheduled after any of the intervals in B .

4.3 Generating an Initial Set of Cuts

Before invoking the Benders' procedure, first a number of initial cuts are computed and added to the set \mathbb{S} in the master problem. These cuts are generated by enumerating all Minimum Infeasible Subsets consisting of up to three customers. In addition, the constructive heuristic presented in Kinable et al. (2013)

(Algorithm 2) may be used to compute an additional set of cuts. The constructive heuristic is initialized with an ordered set of customers. The heuristic schedules deliveries for these customers in an iterative fashion, where the time of a delivery and the vehicle performing the delivery are determined via a number of heuristic criteria. If at some point, the heuristic fails to schedule the next delivery for a customer due to the lack of an available vehicle, the heuristic would normally remove this customer from the schedule and continue with the next customer. Instead of simply removing the customer from the schedule, an additional check is performed. Given the subset of customers \hat{C} which have received concrete in the partially completed heuristic schedule, an exact algorithm, e.g. the CP model from Section 4.2, is used to determine whether there exists a feasible solution where each of the customers in \hat{C} is satisfied. If no such schedule exist, a cut is generated for the customers in \hat{C} and the heuristic removes the customer it could not satisfy from the schedule. If, on the other hand, the exact approach is capable of finding a feasible schedule satisfying all customers in \hat{C} , the heuristic continues from the schedule generated by the exact method.

Naturally, the approach outlined in the previous paragraph may be repeated for several orderings of the customers.

5 Experimental Results

5.1 Data Sets

Experiments are conducted on the data set published by Kinable et al. (2013) (available online at (Kinable and Wauters, 2013)). A summary of the instances is provided in Table 3 of Kinable et al. (2013). The instances are subdivided into two sets, resp. A and B. The instances in set A range from 10 – 20 *customers*, and 2 – 5 *vehicles*. Larger instances, having up to 50 *customers* and 20 *vehicles*, can be found in data set B. Customer demands are within the range of 10 – 75 for both sets. Each instance defines a number of different vehicle classes, where vehicles belonging to the same class have the same capacity and processing time. The location of the starting and ending depot, as well as the locations of the customers and up to 4 production depots are defined per instance. The travel time between two locations equals the euclidean distance, rounded upwards. The instances are constructed in such a way that for each customer, there is a production station within 1 – 25 time units. The width of the delivery interval for a customer is set proportional to the demand of the customer.

5.2 Experiments

A number of experiments are conducted to assess the performance of the Benders' procedure outlined in this paper. The results of these experiments are reported in Tables 4, 5. In these tables, the first column provides the instance name, following a " $W_x_y_z$ " naming convention, where W identifies the data set, x is the number of vehicles, y is the number of customers and z is the number of concrete production stations. For each instance, we computed an initial

Table 3. Data sets Kinable et al. (2013)

	Set A	Set B
Instances	64	128
Customers	10-20	20-50
Demands	10-75	10-75
Time Windows	$q_i \times [1.1, 2.1]$	$q_i \times [1.1, 2.1]$
Time lags	5	5
Vehicles	2-5	6-20
Capacity	10-25	10-25
Vehicle classes	2-3	3
Processing time	$p_k = l_k$	$p_k = l_k$
Stations	1-4	1-4
Cust.-Station	1-30	1-30
Depot-Station	1-25	1-25

feasible solution using the CP procedure outlined in Kinable et al. (2013). These solutions, reported in the second column, are used to warm-start the Benders' procedure. The next 5 columns provide data on our Benders' procedure:

- obj: The objective of the best(feasible) solution obtained through the Benders' procedure.
- iCuts: The number of cuts added initially (Section 4.3)
- cuts: The number of cuts added during the Bender's procedure (Section 4.2)
- c-time: The time required to obtain the initial master problem, in seconds. This time is limited to 5 minutes, excluding the generation of the Minimum Infeasible subsets.
- s-time: The time required to solve the Benders' problem. For data set A, this time is limited to 10 minutes, and for data set B 15 minutes.

In Kinable et al. (2013) bounds on the optimal solutions are published. These bounds are computed through four different procedures, but for each instance only the strongest bound is reported in Kinable et al. (2013). The different procedures from Kinable et al. (2013) are:

- Optimal MIP solution (when available)
- Optimal CP solution (when available)
- LP relaxation, strengthened with cuts from all Minimum Infeasible Subsets (MIS) of size 2.
- Solution to the MIP problem consisting of the objective function (1) and all cuts generated from MIS of size k (Constraint (4)), where $k = 3$ for data set A. This bound has only been calculated for data set A in Kinable et al. (2013).

In columns 'bound*', and 'LP', resp. the bounds reported in Kinable et al. (2013) as well as the bounds obtained through the LP relaxation of the MIP model in Section 3.1.2 of Kinable et al. (2013) are shown. The gaps are computed with respect to the objective in column *obj*. Finally, the last two columns in the table provide the bounds obtained through the Benders' procedure.

When comparing the bounds attained through our Benders' procedure with the LP-bounds, we can observe that the LP based bounds are significantly weaker. The average gap between the LP bounds and the best primal solutions amounts to 9.26%, whereas the Benders' procedure produces an average gap of 1.81%. This gap is also smaller than the average gap (3.62%) obtained from the bounds reported in Kinable et al. (2013). In fact, none of the bounds computed through the Benders' procedure are weaker than the bounds reported in Kinable et al. (2013).

Table 4. Computational results Data Set A

Instance	iObj	Benders' decomposition					LP		Bound*		Benders'	
		obj	iCuts	cuts	c-time	s-time	bound	gap	bound	gap	bound	gap
A_2.5_1	85	85	28	0	1	0	85	0%	85	0%	85	0%
A_2.5_2	160	160	13	0	0	0	160	0%	160	0%	160	0%
A_2.5_3	105	105	26	0	0	0	105	0%	105	0%	105	0%
A_2.5_4	105	105	3	0	300	0	105	0%	105	0%	105	0%
A_2.10_1	50	50	142	0	3	0	50	0%	50	0%	50	0%
A_2.10_2	150	150	215	0	9	0	150	0%	150	0%	150	0%
A_2.10_3	220	220	154	0	3	0	230	4%	220	0%	220	0%
A_2.10_4	150	150	179	0	9	0	165	9%	150	0%	150	0%
A_2.15_1	215	215	567	0	10	0	225	4%	215	0%	215	0%
A_2.15_2	290	290	373	2	25	2	320	9%	320	9%	290	0%
A_2.15_3	205	205	502	0	77	0	215	5%	205	0%	205	0%
A_2.15_4	255	255	348	0	11	0	300	15%	255	0%	255	0%
A_2.20_1	255	255	549	0	38	0	260	2%	255	0%	255	0%
A_2.20_2	270	270	575	2	33	0	285	5%	270	0%	270	0%
A_2.20_3	260	260	651	0	15	0	280	7%	260	0%	260	0%
A_2.20_4	355	355	36	5	360	1	490	28%	380	7%	355	0%
A_3.5_1	205	205	0	0	3	0	205	0%	205	0%	205	0%
A_3.5_2	115	115	9	0	1	0	115	0%	115	0%	115	0%
A_3.5_3	125	125	0	0	0	0	125	0%	125	0%	125	0%
A_3.5_4	190	190	0	0	0	0	190	0%	190	0%	190	0%
A_3.10_1	205	205	100	0	5	0	205	0%	205	0%	205	0%
A_3.10_2	230	230	80	0	14	0	230	0%	230	0%	230	0%
A_3.10_3	305	305	114	0	23	0	305	0%	305	0%	305	0%
A_3.10_4	300	300	115	0	5	0	300	0%	300	0%	300	0%
A_3.15_1	330	330	485	0	35	0	330	0%	330	0%	330	0%
A_3.15_2	395	395	268	3	18	1	530	25%	425	7%	395	0%
A_3.15_3	290	290	378	23	49	7	430	33%	330	12%	290	0%
A_3.15_4	440	440	10	15	306	49	550	20%	475	7%	440	0%
A_3.20_1	340	340	667	1	350	157	410	17%	345	1%	340	0%
A_3.20_2	415	415	28	0	516	0	510	19%	415	0%	415	0%

Table 4. Computational results Data Set A

Instance	iObj	Benders' decomposition					LP		Bound*		Benders'	
		obj	iCuts	cuts	c-time	s-time	bound	gap	bound	gap	bound	gap
A_3.20.3	355	360	48	0	324	0	425	15%	360	0%	360	0%
A_3.20.4	480	480	31	0	319	0	590	19%	480	0%	480	0%
A_4.5.1	140	140	0	0	0	0	140	0%	140	0%	140	0%
A_4.5.2	150	150	0	0	0	0	150	0%	150	0%	150	0%
A_4.5.3	165	165	0	0	0	0	165	0%	165	0%	165	0%
A_4.5.4	230	230	0	0	0	0	230	0%	230	0%	230	0%
A_4.10.1	310	310	114	0	46	0	310	0%	310	0%	310	0%
A_4.10.2	370	370	48	0	4	0	390	5%	370	0%	370	0%
A_4.10.3	375	375	85	1	42	2	470	20%	445	16%	375	0%
A_4.10.4	285	285	23	0	1	0	285	0%	285	0%	285	0%
A_4.15.1	415	415	7	2	307	600	570	27%	545	24%	545	24%
A_4.15.2	475	475	4	18	312	600	650	27%	610	22%	520	9%
A_4.15.3	430	430	368	0	99	0	495	13%	450	4%	430	0%
A_4.15.4	490	490	5	0	304	600	515	5%	515	5%	515	5%
A_4.20.1	525	525	3	8	302	600	660	20%	585	10%	575	9%
A_4.20.2	425	425	497	4	38	1	490	13%	440	3%	425	0%
A_4.20.3	375	375	40	12	828	600	530	29%	425	12%	405	7%
A_4.20.4	465	465	18	17	1801	3	590	21%	500	7%	465	0%
A_5.5.1	200	200	0	0	0	0	200	0%	200	0%	200	0%
A_5.5.2	200	200	0	0	0	0	200	0%	200	0%	200	0%
A_5.5.3	220	220	0	0	0	0	220	0%	220	0%	220	0%
A_5.5.4	175	175	9	0	2	0	175	0%	175	0%	175	0%
A_5.10.1	350	350	0	0	0	0	350	0%	350	0%	350	0%
A_5.10.2	345	345	0	0	0	0	345	0%	345	0%	345	0%
A_5.10.3	285	285	25	0	5	0	300	5%	285	0%	285	0%
A_5.10.4	380	380	0	0	0	0	380	0%	380	0%	380	0%
A_5.15.1	455	455	2	4	308	600	590	23%	590	23%	510	11%
A_5.15.2	580	580	0	0	301	600	695	17%	695	17%	695	17%
A_5.15.3	350	350	2	3	576	600	435	20%	395	11%	385	9%
A_5.15.4	500	500	3	0	1218	600	600	17%	520	4%	520	4%
A_5.20.1	700	705	252	61	245	536	900	22%	760	7%	705	0%
A_5.20.2	555	555	15	4	388	600	810	31%	645	14%	630	12%
A_5.20.3	595	595	8	16	302	600	695	14%	645	8%	615	3%
A_5.20.4	520	520	13	2	355	600	705	26%	560	7%	557.5	7%
AVG							9.26%		3.72%		1.81%	
Optimal							28		41		52	

In summary, we reduced the average gap for the instances in data set A from 3.72% to 1.81%, 19 instances had their bounds improved, and 11 new optimal solutions were found. For almost 65% of the instances, the optimal solutions were already obtained at the first iteration of the master problem, i.e. no additional cuts had to be generated.

Table 5. Computational results Data Set B

Instance	iObj	Benders' decomposition					LP		Bound*		Benders'	
		obj	iCuts	cuts	c-time	s-time	bound	gap	bound	gap	bound	gap
B_6.20.1	725	725	0	102	301	356	805	10%	805	10%	725	0%
B_6.20.2	700	700	0	31	300	900	855	18%	855	18%	830	16%
B_6.20.3	675	675	0	0	300	900	760	11%	760	11%	760	11%
B_6.20.4	615	615	0	29	300	900	705	13%	705	13%	680	10%
B_6.30.1	860	860	0	1	300	900	1300	34%	1300	34%	1290	33%
B_6.30.2	850	850	0	34	300	900	1140	25%	1140	25%	1105	23%
B_6.30.3	725	725	0	120	301	900	1060	32%	1060	32%	1035	30%
B_6.30.4	625	625	2	1	302	900	1000	38%	1000	38%	913.33	32%
B_6.40.1	835	835	0	23	302	900	1545	46%	1545	46%	1431.11	42%
B_6.40.2	1045	1045	0	33	301	900	1635	36%	1635	36%	1473.75	29%
B_6.40.3	735	735	11	79	315	900	1570	53%	1570	53%	1191.67	38%
B_6.40.4	750	750	2	9	305	900	1450	48%	1450	48%	1095	32%
B_6.50.1	1010	1010	0	22	305	900	1890	47%	1890	47%	1490	32%
B_6.50.2	955	955	2	25	307	900	2250	58%	2250	58%	1495	36%
B_6.50.3	920	920	1	16	311	900	1740	47%	1740	47%	1295	29%
B_6.50.4	1000	1000	1	0	385	900	2080	52%	2080	52%	1395	28%
B_8.20.1	920	920	0	1	300	897	935	2%	935	2%	920	0%
B_8.20.2	850	850	0	0	300	900	865	2%	865	2%	865	2%
B_8.20.3	655	655	0	0	293	0	655	0%	655	0%	655	0%
B_8.20.4	820	820	0	0	69	0	820	0%	820	0%	820	0%
B_8.30.1	920	920	0	0	300	900	1085	15%	1085	15%	1085	15%
B_8.30.2	1005	1005	0	0	300	900	1115	10%	1115	10%	1115	10%
B_8.30.3	975	975	0	4	300	900	1155	16%	1155	16%	1140	14%
B_8.30.4	1110	1110	0	0	300	900	1320	16%	1320	16%	1320	16%
B_8.40.1	1180	1180	0	1	301	900	1665	29%	1665	29%	1655	29%
B_8.40.2	1190	1190	0	6	300	900	1415	16%	1415	16%	1415	16%
B_8.40.3	995	995	0	0	300	900	1495	33%	1495	33%	1495	33%
B_8.40.4	1105	1105	0	0	301	900	1730	36%	1730	36%	1730	36%
B_8.50.1	1130	1130	0	11	323	901	1980	43%	1980	43%	1925	41%
B_8.50.2	1150	1150	0	0	304	900	1935	41%	1935	41%	1935	41%
B_8.50.3	1210	1210	0	0	302	900	1960	38%	1960	38%	1960	38%
B_8.50.4	1105	1105	0	0	303	900	1835	40%	1835	40%	1740	36%
B_10.20.1	805	805	0	0	116	0	805	0%	805	0%	805	0%
B_10.20.2	825	825	0	0	237	0	825	0%	825	0%	825	0%
B_10.20.3	730	730	0	0	4	0	730	0%	730	0%	730	0%
B_10.20.4	765	765	0	0	1	0	765	0%	765	0%	765	0%
B_10.30.1	910	910	0	0	300	900	1215	25%	1215	25%	1215	25%
B_10.30.2	1170	1170	0	0	300	900	1355	14%	1355	14%	1355	14%
B_10.30.3	1135	1135	0	0	300	900	1210	6%	1210	6%	1210	6%
B_10.30.4	1165	1165	0	0	300	900	1235	6%	1235	6%	1235	6%
B_10.40.1	1210	1210	0	0	301	900	1475	18%	1475	18%	1475	18%
B_10.40.2	1485	1485	0	0	301	900	1580	6%	1580	6%	1580	6%
B_10.40.3	1375	1375	0	0	302	900	1605	14%	1605	14%	1605	14%
B_10.40.4	1365	1365	0	0	301	900	1455	6%	1455	6%	1455	6%
B_10.50.1	1425	1425	0	0	308	900	2265	37%	2265	37%	2265	37%
B_10.50.2	1010	1010	0	0	302	900	1900	47%	1900	47%	1745	42%
B_10.50.3	1260	1260	0	0	302	900	2005	37%	2005	37%	2005	37%
B_10.50.4	1455	1455	0	0	303	901	1925	24%	1925	24%	1925	24%
AVG							23.83%		23.83%		20.51%	
Optimal							6		6		8	

The instances in data set B are significantly harder to solve than the instances in data set A. Table 5 shows the results obtained for the instances up to 10 vehicles; no improvements could be made to the remaining instances. For the instances in Table 5, the average gap induced by the Benders' bounds is 10.08%, opposed to 11.32% from the bounds published in Kinable et al. (2013). Furthermore, optimality was attained for two additional instances; 21 instances had their bounds improved.

Future attempts to improve the Benders' decomposition approach should be targeted at improving the runtime of the subproblem, as this procedure takes the largest amount of time. Especially for the larger instances, solving the subproblem is challenging.

6 Conclusion

In this work, we presented a Logic Based Benders' decomposition which decouples the CDP into a master problem and a subproblem. The master problem allocates concrete to customers, whereas the subproblem handles the routing and scheduling of the concrete delivery trucks. By decomposing the problem, part of the complexity is shifted to the subproblem. Furthermore, dedicated procedures may be used to solve these problems. Here, we solve the master problem through MIP, whereas the subproblem is solved through a dedicated scheduling heuristic and a CP model from (Kinable et al., 2013). Because the subproblem does not have to deal with the allocation of concrete as this is being handled by the master problem, we simplified and strengthened the latter CP model, thereby significantly improving its performance.

Computing bounds for CDP is a non-trivial task. Linear Programming-based bounds are generally very weak (see Section 5), as the problem has a large number of conditional constraints. Furthermore, exact approaches based on CP often provide little insight as to the quality of the solution. Our Benders' decomposition may however provide a viable alternative. Extensive computational tests show that the bounds computed through the Benders' decomposition are consistently stronger than the bounds in Kinable et al. (2013), which were obtained by aggregating the bounds of four different procedures.

By improving the bounds for a large number of instances, and simultaneously improving several primal solutions, we were able to solve a number of previously unsolved benchmark instances to optimality. To further enhance the performance of this Benders' procedure, one would have to find a way to speed up the subproblem. One possible direction would be to decouple the subproblem even further, for example by fixing more variables in the master problem. Alternatively, one could try to replace the current subproblem by a relaxation of the exact subproblem, which is easier to solve. Using this relaxation, it could still be possible to add a number of cuts to the master problem, thereby refining the master problem, with significantly less computational effort.

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